

W. A. R.

AMSTRAD CPC

Imagine a Mechanical World. An enormous chain of cylinders, each rotating to produce the required centripetal force which acts like gravity against the inside.

Viewed from a distance, the world appears like a giant caterpillar moving through space.

From a little closer the fine detail on the inner surface of each fantastic cylinder becomes clearer.

The cities, fields, factories, power stations and military bases of a highly advanced alien race become apparant. Their world is perfect. All natural disadvantages such as disease or adverse climate were eliminated in the design stage. The inhabitants are imaginative, innovative, but also warlike. The conquest of other lesser worlds is their religion. Their course is set for Earth.

Several missions from Earth have failed to deter the invaders. You, the player, have been despatched in the latest military spaceship to try and infiltrate and destroy the enemy from within.

Each of the cylinders has a specific purpose. Some are residential, some military, for example.

In addition to this, combat defence DROIDANS patrol the cylinders. Some DROIDANS are more deadly than others.

Each cylinder is in contact with its neighbouring cylinders. Actions at an early stage can make later levels easier — or downright murderous!

Instructions

JOYSTICK

Up

Down

Left

Right

Fire

KEYBOARD

Up=.Q

Down=A

Left= ←

Right= →

Fire=Space

AMXMOUSE

Up

Down

Left

Right

Fire=Right Hand Button

CURSORS

Up

Down

Left

Right

Fire=Copy Key

Select option by pressing the number required, if space is pressed the system will bypass the option selection and leave the selection as it was before. The default is for joystick control.

Game Options

Using up and down the player may:—

- A. Play the game.
- B. Check his/her score.
- C. Check his/her lives left.
- D. Obtain an extra ship (see notes).
- E. Check the days high score.

Note

An extra ship may be exchanged for 10,000 points. This is done by selecting the extra ship option from the menu and then pressing fire. If the player has not enough points this option will appear blank. This however may only be done once for each level of play no matter how high the current score is.

There are 8 levels of play. Each level is occupied by more and more defence ships. The object is to remove all of these from each level.